

SEGA™

32X™

GENESIS

INSTRUCTION MANUAL



METAL HEAD™



KIDS TO ADULTS



AGES 6+

## EPILEPSY WARNING

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

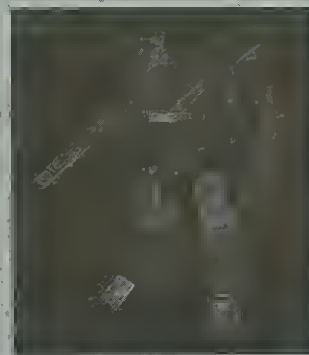
## HANDLING YOUR CARTRIDGE

- The Genesis 32X Cartridge is intended for use exclusively for the Genesis 32X System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Cartridge.

**Warning to owners of projection televisions:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

**We use recycled paper.**

## CONTENTS



Introduction.....	2
Starting Up .....	3
Take Control.....	4
Using the 3-Button Control Pad .....	5
Getting Started .....	6
Your Options .....	6
Your Missions .....	8
The Control Panel .....	8
Vantage Point .....	10
Using the 3-Button Control Pad .....	11
Settling the Score .....	11
Equipping Your Metal Head .....	12
Weapons and Equipment .....	13
Game Over & Continue .....	14
What Every Pilot Should Know .....	15
Metal Head Mech Specs .....	16
Credits .....	20

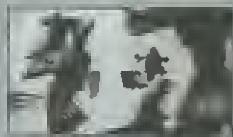
## METAL HEAD TROOPERS... MOVE OUT!

Five years ago, the World Federation was established to prevent another world war. However, strife between factions of the Federation still exists, and portions of the world are torn by civil war. To maintain order, Federation peacekeepers employed bipedal armored tanks known as "Metal Heads." Built to operate like a giant suit of armor, a Metal Head can punch through reinforced armor with its fists, and it has a vast array of attachable weapons at its command—from lasers and grenades to mines and missile launchers. Its bipedal structure enables the Metal Head to travel over any kind of terrain, and using the wheels at the base of its feet, the Metal Head can travel on flat surfaces at speeds up to 49 mph. The Metal Head design proved so versatile and effective that the Federation used them to crush all opposition and maintain the peace for many years.

But times change. In defiance of the Federation, a number of terrorist organizations banded together, and are currently wreaking havoc on locations throughout the world. They have purchased a number of customized, fully armed mechs to hold off the Federation while they take over an entire country... one with resources that are vital to Federation interests.

That's where you come in. You're part of a special forces team whose mission is to destroy the terrorist organization's central headquarters. You'll brave waves of heavily armed terrorist troops, who will come at you with all they've got. And you'll have to give all you've got just to survive. If you do well, you'll pick up more powerful weapons and equipment to outfit your mech... and you'll need 'em.

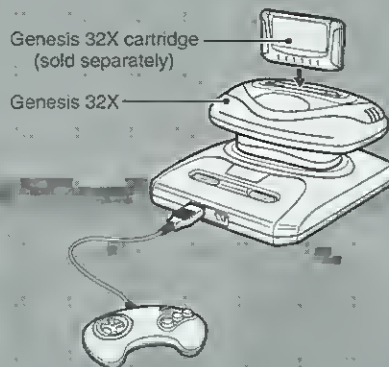
Good luck!



## STARTING UP

1. Set up your Genesis 32X System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *Metal Head* cartridge into the console.
3. Turn the power switch ON. The Sega screen appears. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press Start when the Title screen appears.

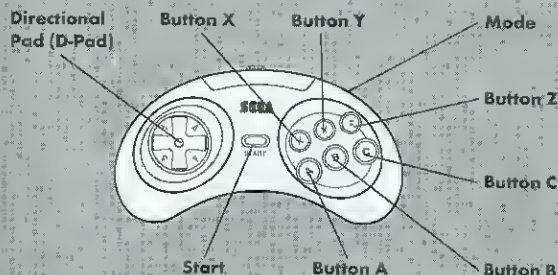
**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.



**Note:** Metal Head is for one player.

## TAKE CONTROL!

Sega recommends using the 6-Button Arcade Pad for optimum control. (6-Button Arcade Pad sold separately.)



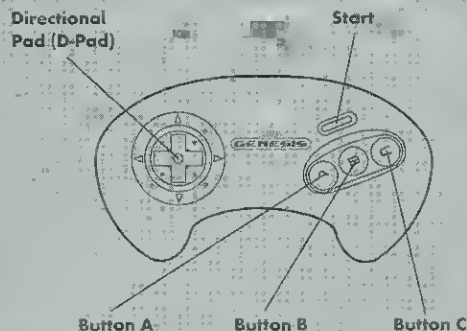
### Function

### Press

- Start the game ..... Start Button
- Make selections in menu screens ..... Button A, C or Start
- Cancel selections in menu screens ..... Button B
- Speed through/skip screen messages .... Button B
- Walk around the field ..... D-Pad
- Move sideways ..... Hold Button A, press D-Pad LEFT or RIGHT
- Dash ..... Hold Button C, guide movement with D-Pad
- Attack/fire weapon ..... Button B
- Change weapons ..... Button Y
- Change battle view ..... Buttons X, Z or Mode (See page 9)
- Pause game/resume play ..... Start Button

**Note:** These are the button functions for the default setting. Button configurations can be changed in the Options menu. (See page 6.)

## USING THE 3-BUTTON CONTROL PAD



### Function

### Press

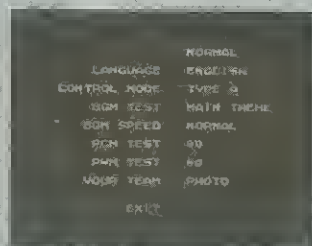
- Start the game ..... Start Button
- Make selections in menu screens ..... Button A, C or Start
- Cancel selections in menu screens ..... Button B
- Speed through/skip screen messages .... Button B
- Walk around the field ..... D-Pad
- Move sideways ..... Hold Button A, press D-Pad LEFT or RIGHT
- Dash ..... Quickly press D-Pad TWICE in the same direction and hold
- Attack/Fire weapon ..... Button B
- Change weapons ..... Button C
- Change battle view ..... Start Button
- Pause game ..... Hold Start until Pause screen appears
- Resume play when paused ..... Start Button

**Note:** Button configurations can be changed in the Options menu. (See page 6.)

## GETTING STARTED

Following the Sega logo is a brief background on your mission and the Title screen. To proceed directly to the Title screen, press Start. Press Start again to see the game menu.

## YOUR OPTIONS



Highlight **OPTION** and press Start to bring up the Option screen. Highlight the desired option by pressing the D-Pad UP or DOWN. Change features within that option by pressing LEFT or RIGHT. To exit the Options menu, use the D-Pad to highlight **EXIT**, or for

a shortcut, press Button B. Then press Button A, B, C or Start to return to the Title screen.

**Game Level:** Choose the difficulty level of your game. Game Level also determines the number of Continues available. Easy gives you 4 Continues, Normal gives you 2 Continues, and Hard gives you only one chance to save the Federation—no Continues.

**Language:** Choose to see text in all English or English with Japanese subtitles.

## SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

For French instructions, please call:  
Instructions en Français, Téléphoner au:  
1-800-872-7342

**Control Mode:** Choose from six different Control Pad configurations for both the 6-Button and 3-Button Control Pads. Type A is the default setting. Functions for Buttons X, Y, Z and Mode remain the same.

### 6-Button Control Pad

Type	Button A	Button B	Button C
A	Move sideways	Attack	Dash
B	Move sideways	Dash	Attack
C	Attack	Move sideways	Dash
D	Attack	Dash	Move sideways
E	Dash	Attack	Move sideways
F	Dash	Move sideways	Attack

### 3-Button Control Pad

Type	Button A	Button B	Button C
A	Move sideways	Attack	Change weapons
B	Move sideways	Change weapons	Attack
C	Attack	Move sideways	Change weapons
D	Attack	Change weapons	Move sideways
E	Change weapons	Attack	Move sideways
F	Change weapons	Move sideways	Attack

**BGM Test, PCM Test and PWM Test:** Listen to the music, dialogue and sound effects used in the game. Select the number of the desired track by pressing the D-Pad LEFT or RIGHT. Press Button A or C to play the music or sound.

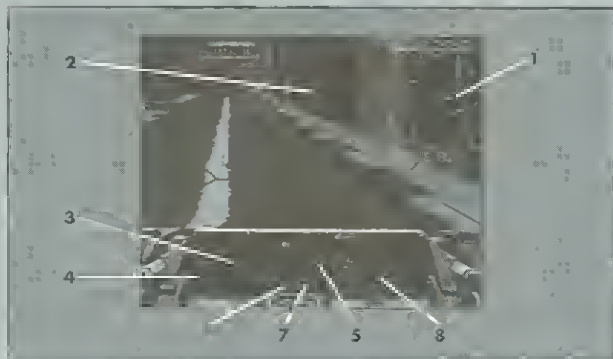
**BGM Speed:** Here you select the desired speed for the background music to play during the game. BGM Speed does not affect sound effects or dialogue.

**Your Team:** During your missions you will receive several visual transmissions. Choose here whether you wish to see the person transmitting as an animated **PHOTO** or **PICTURE**.

## YOUR MISSIONS

Your operation consists of six stages, with two or three missions per stage. You may be ordered to search for specific objects, destroy certain command vehicles, or both. Pay careful attention to your briefings at the beginning of each mission.

## THE CONTROL PANEL



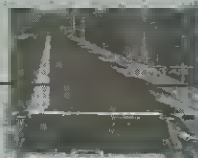
**1 Radar:** Shows a layout of your territory. The map zooms in and out automatically to include the location of your nearest enemy. Enemies are represented as yellow circles. Your craft is represented as a triangle. Weapons fire is outlined in red. The radar map blinks out as your Metal Head takes damage and loses power.

**2 Target Sight:** Using this is easy—just point and shoot. The Target Sight is stationary and moves only when you do. Available for all weapons except the Hammer Knuckle. Available in all views except the Eagle's Eye View. (See page 9.) If you are using a weapon with an automatic homing device, a second target sight will lock on to the nearest object that looks like an enemy. All you have to do is open fire.

- 3 Shield Power Remaining:** Your shield power drops each time you take an enemy hit. Once your shield power goes, it's all over for you. Shield power is restored at the beginning of each mission.
- 4 Time Remaining:** Shows the number of seconds you have to complete your mission. If the timer runs out before you achieve your objective, the mission is incomplete and you must try again.
- 5 Current Weapon:** Attack with this weapon by pressing Button B. Change weapons by pressing Button Y (or Button C on the 3-Button Control Pod). In the first stage, the right arm of your Metal Head is equipped with a Chain Gun, and the left arm is equipped with a Grenade Cannon.
- 6 Level:** Shows the level of the weapon you are using. Level 1 indicates a normal weapon. Level 2 indicates an upgraded weapon that you purchased in the Equip screen.
- 7 Ammo:** This shows how many grenades, missiles or mines you have. If you are using a weapon with unlimited ammo (such as the Laser or Chain Gun), the word FREE appears here.
- 8 Current Status:** Shows when your weapons (such as missiles) lock on their targets, and when you make hits or misses or take damage. The Status screen does not indicate hits made by the Chain Gun or Laser.

## VANTAGE POINT

You can battle from any of four points of view, and change views at the touch of a button.



**Normal View (Default)**  
Press Mode



**Belly View**  
Press Mode

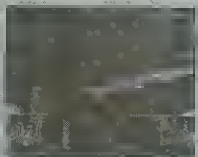


**Eagle's Eye View**  
Press Mode  
to return to Normal View

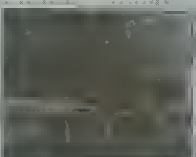


**Over the Shoulder**  
Press Mode

For a special side-view, press and hold Button X or Z. Release the button to return to the previous view.



**Right Hand View:**  
Press Button X



**Left Hand View:**  
Press Button Z

## USING THE 3-BUTTON CONTROL PAD

**To change Battle View:** Press Start to cycle through the Normal, Belly, Over the Shoulder and Eagle's Eye views. The special side views are not available for the 3-Button Control Pad.

**To pause the game:** Press Start and hold until the Pause screen appears. Press Start again to resume play.

## SETTLING THE SCORE

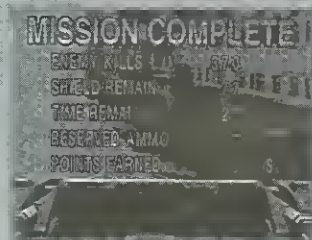
Conservation counts! At the end of each mission, you accumulate points according to the following criteria:

**Enemy Kills:** Pick up points for each enemy destroyed. The number of points scored varies with the difficulty level of the game.

**Shield Remain:** Receive points for the percentage of shield power remaining at the end of the stage.

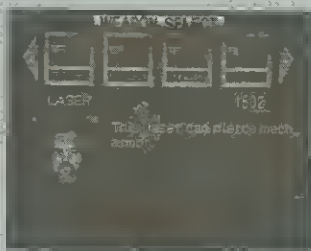
**Time Remain:** Receive points for the amount of time remaining at the end of the stage.

**Reserved Ammo:** Receive points for the amount of ammunition you have left at the end of the stage. This does not count free ammo, such as that used by the Chain Gun or Laser.



## EQUIPPING YOUR METAL HEAD

Before you begin each new stage, the Equip screen appears. Here you can replenish your ammo or purchase more powerful weapons and equipment with points earned in previous missions. If you are continuing a game, this screen appears before you begin play and allows you to purchase equipment with the points scored in your previous game.



You can purchase a weapon for each arm of your Metal Head, and as many additional equipment items as availability and your points allow. Items already purchased or too expensive for you to purchase are shown in red. Scroll through the items and highlight

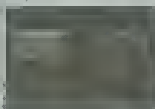
an item by pressing the D-Pod LEFT or RIGHT. To purchase an item and go on to the next list of equipment, press Button C.

When you have finished making your purchases, press Start. You'll be asked if you're ready to go into battle. Press Button B to cancel all of your selections and start back at the beginning (with the weapon for your Metal Head's left arm). When you're ready for the next stage, press Start.

**Note:** When you purchase weapons, bear in mind that you do not retain any weapons you had from the previous mission. If you want to use the same weapons and equipment again, you must purchase them again.

## WEAPONS AND EQUIPMENT

### Hammer Knuckle



Think of the Hammer Knuckle as an explosive set of brass knuckles. Get up close to an enemy—preferably from behind where he can't shoot you—and punch away. A more powerful upgrade is available.

### Chain Gun



You begin your first mission with this weapon. You'll never run out of ammo, but the Chain Gun isn't effective at a distance, or against enemies with heavy armor. A more powerful upgrade is available.

### Grenade Cannon



You begin your first mission with this weapon. Once the targeting radar locks on, press Button B to launch a powerful homing grenade at your enemy. This is an effective weapon, but ammo runs out all too quickly. A more powerful upgrade is available.

### Missile Launcher



This strafes the area with four missiles at once. Good when you're faced with multiple targets.

### Float Mine



Fires mines which float around and detonate on impact when any enemy gets close enough. Timing is important here, as you don't want to give your enemy a chance to back off.

**Laser**

This powerful weapon slices easily through enemy armor, and there is no limit to your ammunition, however, distance weakens your attack. A more powerful upgrade, the HD Laser, is available.

**Extra Armor**

The more armor you have on, the less damage you take from enemy hits, and the longer you last.

**Extra Speed**

Increases your dash speed.

## GAME OVER & CONTINUE

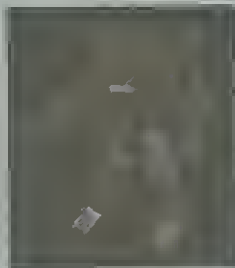
When you run out of shield power and take a hit, it's game over for you. The number of Continues available depends on the difficulty mode you've chosen (see page 5). If you choose to continue a game, you will go back to the beginning of the mission where you left off.

## WHAT EVERY PILOT SHOULD KNOW

- Keep moving, and learn how to use the dash and sideways travel modes effectively. Not only will this increase your maneuverability, but it will also get you out of trouble when a situation gets too dangerous.
- Your missions consist of more than just blowing up enemy mechs. Pay attention to the briefing you receive at the beginning of each mission. If you need to refresh your memory, pause the game to bring up a summary of your orders.
- Pay attention to what's happening on your radar screen. Plan ambushes from behind to preserve your shields. Use shortcuts to deal with enemy mechs that travel faster than you. And remember that the terrorists have radar as well.
- Watch your step—you're not the only one who can lay mines.

## METAL HEAD MECH SPECS

METAL HEAD

**STRIKE WOLF****Make/Model:** Schilling TZ-1322US**Type:** P.B.A.R. (Powered Bipedal Armored Robot)**Height:** 13.25 feet (4.04 meters)**Weight:** 6,167.4 pounds (2.12 tons)**Energy Expenditure:** 8.9 Megawatts/hour**Top Speed:** 49.7 mph (80 kph) with leg wheels engaged**Main Weapon:** 74 mm Chain Gun**Auxiliary Weapon:** Grenade Cannon. Optional weapons available.**Notes:** All terrain capability and easy weapon and equipment upgrades make this Metal Head a top-class fighting vehicle. And it's all yours.

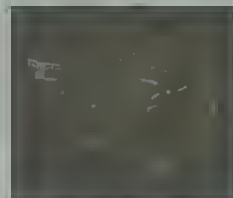
METAL HEAD

**DELTA RAY****Make/Model:** General Patrick JPM-552F**Height:** 17.18 feet (5.24 meters)**Weight:** 7,621.1 pounds (3.46 tons)**Main Weapon:** 120 mm Cannon**Auxiliary Weapon:** Hammer Knuckle**CANNON SLED****Make/Model:** General Patrick JPM-498C**Height:** 12.43 feet (3.79 meters)**Weight:** 6,563.9 pounds (2.98 tons)**Main Weapon:** 144 mm Cannon**Auxiliary Weapon:** 74 mm Chain Gun

METAL HEAD

**BLUE PHANTOM II****Make/Model:** Olympia Atlantic OAMF-223-68**Height:** 12.66 feet (3.86 meters)**Weight:** 3,215.9 pounds (1.46 tons)**Main Weapon:** 76 mm Chain Gun**Auxiliary Weapon:** N/A

METAL HEAD

**GUTTER RAT****Make/Model:** General Patrick JPM-691S**Height:** 10.46 feet (3.19 meters)**Weight:** 2,797.4 pounds (1.27 tons)**Main Weapon:** 92 mm Cannon**Auxiliary Weapon:** N/A**BULLFROG****Make/Model:** General Patrick JPM-437C**Height:** 11.15 feet (3.40 meters)**Weight:** 5,462.56 pounds (2.48 tons)**Main Weapon:** 144 mm Cannon**Auxiliary Weapon:** 74 mm Chain Gun**BLOODY OX****Make/Model:** Schilling MH TZ-726OZ-F**Height:** 16.46 feet (5.02 meters)**Weight:** 8,083.7 pounds (3.67 tons)**Main Weapon:** Missile Launcher (6)**Auxiliary Weapon:** 76 mm Chain Gun



## TWIN SNIPER

**Make/Model:** General Patrick

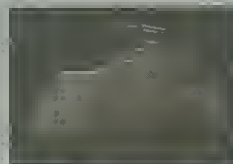
JPM-774C

**Height:** 18.26 feet (5.57 meters)

**Weight:** 5,881.1 pounds (2.67 tons)

**Main Weapon:** 92 mm Grenade Cannon

**Auxiliary Weapon:** 76 mm Chain Gun



## BEETLE SLIDER

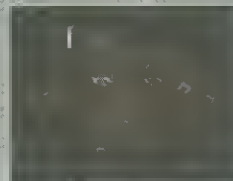
**Make/Model:** Kanemoto Heavy

Industries MHKH-330-A-N

**Height:** 10.03 feet (3.04 meters)

**Weight:** 3,171.8 pounds (1.46 tons)

**Weapon:** 66 mm Cannon



## HOVERPUCK

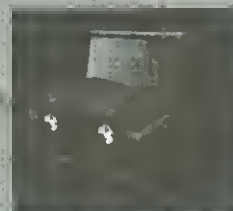
**Make/Model:** Kanemoto Heavy

Industries MHKH-550-A

**Height:** 9.21 feet (2.81 meters)

**Weight:** 1,828.2 pounds (0.83 tons)

**Weapon:** 66 mm Chain Gun



## BUSHWHACKER

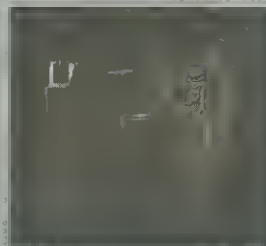
**Make/Model:** Kanemoto Heavy

Industries MHKH-120A-N

**Length:** 12.26 feet (3.74 meters)

**Weight:** 4,317.2 pounds (1.96 tons)

**Weapon:** N/A



## COVERED TRIPOD

**Make/Model:** Kanemoto Heavy

Industries MHKH-127E-H

**Height:** 17.54 feet (5.35 meters)

**Weight:** 7,951.5 pounds (3.61 tons)

**Main Weapon:** Assault Laser (4 ports)

**Auxiliary Weapon:** N/A

## CREDITS

**Producer:** Jesse Taylor**Marketing Manager:** Haven Dubrul**Associate Producer:** Greg Becksted**Lead Testers:**

Adam Ellis

Peter Clark

Dove Dodge

**Testers:**

Rick Greer

John Melchoir

Roger Samerville

Peter Trkovsky

Mark Subotnick

Edward Riel

Jon Ries

Joe Cain

Rachel Bristan

Jennifer Vernon

Patrick Tello

Arnold Feener

Jason Friedman

Erick Simonich

Dana Green

Kenneth Ratcliff

Stan Weaver

Bart Larrenago

Leonard Soyers

Ilya Reeves

Crisi Albertson

Chris Lucich

Howard Gipson

**Special Thanks:**

Anne Jordan

Shelly Berliner

Clint Dyer

Eric Smith

**Manual:** Wendy Dinsmore

## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega 32X Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at 1-800-872-7342.

**DO NOT RETURN YOUR SEGA 32X CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

## Repairs after Expiration of Warranty

If your Sega 32X Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

## Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



TM

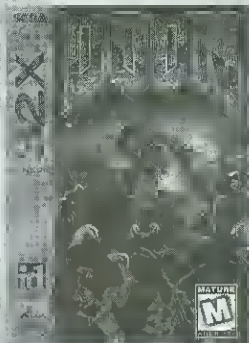
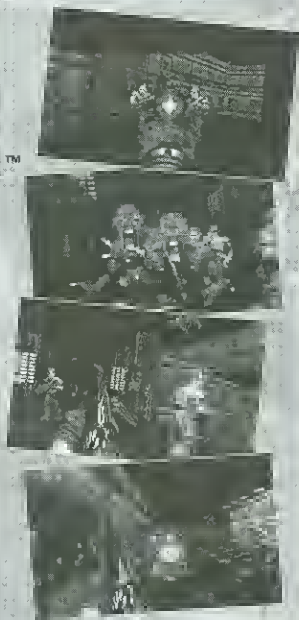
*All Hell has run amok!  
Monstrous demons from  
another dimension use their  
gruesome talents to turn your  
space station into a blood-  
splattered slaughterhouse.*

☠ They got black magic. You got firepower. Fireballs and lost souls face shotguns, chainsaws, and rocket launchers!

☠ Virtual reality point of view slides you smoothly through the haunted chambers and corridors of Doom.

☠ Butcher the hordes of Hell. Or get butchered, if you don't have the skill and pure guts to **SAVE**

**YOUR  
SKIN!**



Sega, Genesis 32X and Metal Head are trademarks of SEGA. DOOM, the DOOM logo and the DOOM likeness are trademarks of id Software. ©1993, 94. ©1994 SEGA. P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Made and printed in the USA.

Palermo: U.S. No. 4, 442, 465/1, 464/594/4, 362, 476/4, 028, 555; Burger No. 60244/Canada No. 1, 153, 276/1, 062/381; Hong Kong No. 86-4392; Germany No. 2, 669, 928; Singapore No. 86-150; U.K. No. 1, 526, 698; France No. 1, 607, 028; Japan No. 1, 691, 394/82-243933 (Pondity)